Little Eaton Primary School.

Computing Policy 2021.

At Little Eaton Primary School, we recognise that pupils are living in a rapidly changing world, in which Computing is playing an ever-increasing role. We aim, therefore, to equip children with the skills to adapt to new technology and to give them confidence to use Computing to further their learning and assist them in everyday life. In doing so, all pupils will have access to Computing equipment and resources, according to their ability and age range.

At Little Eaton Primary School, we believe that increased Computing skills promote independent learning and gives greater access to a wide range of ideas and experiences. It enhances the quality of children's work across the curriculum and should enhance and enrich the learning process.

Intentions:

- To develop children's individual computing capability and understanding
- To develop children's understanding of coding
- To ensure all children know how to stay safe online
- To enhance teaching and learning in other areas of the curriculum by cross curricular use of computing
- To develop computing as a tool for learning and investigation
- To equip pupils with the confidence and capability to use IT throughout their education, home, and further work life.
- To recognize the potential, and deepen the necessity of computing in everyday life
- To stimulate interest in new technologies

National Curriculum Expectations

At the end of KS1 children should:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

At the end of KS2 children should:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs, work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information
- use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Implementation:

Teaching and Learning

To enhance the teaching and learning of all curriculum areas within the school, teachers employ a range of strategies including:

• Demonstrating to the whole class/group using the IWB.
• Discussion with the whole class/group.
• Individual or paired working.
• Collaborative group work.
• Encouraging pupils to demonstrate new skills to others.

At Little Eaton Primary School, the computing scheme of work (Teach Computing) incorporates cross-curricular links and discrete computing skills.

Computing is taught discretely once per week; however, the use of ICT is woven throughout our creative curriculum, used to enhance learning opportunities.

Children in Stage 1 and Key Stage 2 should all spend at least 45 minutes per week studying computing. Children will spend additional time using computing to support other subjects.

At Little Eaton Primary School, the computing curriculum provision covers the following topic areas (across all year groups):

- Text and Multimedia
- Images, Video and Animation
- Sound
- Electronic Communication
- Digital Research
- Data Handling
- Data Logging
- Logo and Control
- Coding
- Simulations and Spreadsheets
- E-safety

At Little Eaton Primary School children will be encouraged to evaluate both their work and the computer effectiveness.

The nature of computing as a tool means that there will be many opportunities for links with other subjects. Teachers will plan some activities which emphasise the development of computing capability and others which support the subject being taught. They must refer to subject schemes of work when

planning work. With the changes to the curriculum, computing has become a core link which is used for all subjects.
To ensure progression and continuity throughout the school, the school follows the Teach Computing scheme of work which outlines curriculum coverage, progression, and context of computing as a discrete subject and across the curriculum.

Health and Safety

- At Little Eaton Primary School equipment is maintained to meet the agreed safety standards. Children will not be given the responsibility of plugging in computing equipment or moving charging cabinets from one classroom to another.
- Age-appropriate safety rules are displayed in the learning environment.
- Food and drink should not be consumed near computing equipment.
- It is the responsibility of staff to ensure that classroom computing equipment is stored securely, cleaned regularly and that their class or themselves leave the Chrome Books and Charging trollies clean and tidy after use.
- Staff should ensure that the children are aware of the dangers of continuous use (e.g., eye/wrist strain etc.).
- An adult should always supervise children when they are accessing information via the Internet. Internet filtering is provided by DCC as part of a contract.
- At Little Eaton Primary School staff and pupils are made aware of the importance of e-safety and sign an acceptable use agreement each year.
- Staff, pupils, or parents with concerns about e-safety are to contact the Head Teacher if they have any concerns.

Inclusion

At Little Eaton Primary School all children have access to Computing lessons and activities regardless of age, sex, or ability. Teaching approaches provide equality of opportunity by making sure the work is suitable for all pupils, considering religious and cultural beliefs and enabling those with disabilities to have full participation. Children are encouraged to work individually, in pairs, small groups and as whole class when required.

Equality

This policy has been written with reference to and in consideration of the school's Disability Equality Scheme. Assessment will include consideration of issues identified by the involvement of disabled children, staff and parents and any information the school holds on disabled children, staff, and parents.

Impact:

Monitoring, Record Keeping and Assessment.

At Little Eaton Primary School children should be assessed and apprised of their progress in understanding and applying computing. This will be self-evident from the work produced in a situation where no teacher support is given once a task has been assigned. A portfolio of children's work will be kept electronically using our internal server. This might include children's computing work, digital photos, video or audio material or scanned work.

Teach computing unit assessments will also be used.

Teachers may also place computing work in pupils' topic book or other relevant books.

Subject leader role

The Computing subject lead is responsible for raising the standards of teaching and learning in Computing. This will include:

- Overseeing the design and delivery of the Computing curriculum.
- Ensuring all staff are appropriately trained in both computing hardware and software.
- Keeping up to date with developments in computing.
- Liaising with the technician
- Developing good practice in their classroom.
- Co-ordinating and ordering resources and managing the budget.
- Monitoring and evaluating resources.
- Monitoring planning and the delivery of the curriculum.
- Working together with colleagues to raise standards.
- Providing stimulus and inspiration.
- Ensuring that the policy documents remain useful and current.
- Yearly audit and action plan.
- Conducting pupil voice.

Any questions or concerns regarding this policy should be made to Miss S. Rouke (Computing Subject Leader).

Confirmation that the policy for Computing, in respect of Little Eaton Primary School, has been discussed, approved and ratified by the Governing Body:

Signed by:

Governors: …… Date: ……

Headteacher: …….. Date: ……

Next Review date:……